# GAME NETWORKING

IT ELECTIVE 4

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## COMMUNICATIONS MODEL

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## INTRODUCTION

Identify different communications medium that you have used and are also available right now

Lots of means are used to perform communications

Since earlier times communication are implemented for better connectivity and understanding

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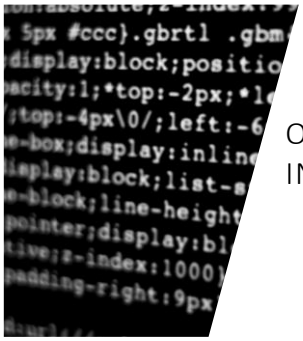

## OPEN SYSTEM INTERCONNECTION

OSI MODEL

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## OPEN SYSTEM INTERCONNECTION

| | |
|---|---|
| Application | This layer creates data that can be transmitted over the network. The layer acts as a window to access the network. |
| Presentation | It translates messages to a network-standard transmission format on sender's end and then back to native format on the receiver's end. |
| Session | Deals with creating, maintaining and terminating a session between the nodes. |
| Transport | Breaks the data into small units called segments, which are used in end-to-end data transmission over the networks. |
| Network | It is also responsible for finding the shortest path for delivering the network message. |
| Data link | responsible for error checking and sorting the messages. |
| Physical | layer's functionality is to deal with Signal, Binary Transmission and Transmission mode. |

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## OSI MODEL

| OSI model can be viewed in two stages: |
|---|
| Application (Application, Presentation & Session); |
| |
| Data Transport (Transport Network, Data Link & Physical) |
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The Network layer is the third layer of OSI (Open System Interconnection) model that is responsible for transmitting data packets from a computer/node to another computer/node.

It provides data routing and switching for creating paths for network communication.

NETWORK LAYER – KEY IN GAME NETWORKING

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ESTABLISHING A LOGICAL CONNECTION BETWEEN NODES

DATA FORWARDING

ROUTING

DELIVERING ERROR REPORT

RESPONSIBILITIES OF NETWORK LAYER

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SUMMARY

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